Troll

APPLE DISK
Apple II/II+/IIe/IIc
Applesoft, 48K

Micro Courseware

READ & SPELL:

In the Days of Knights and Castles

A TROLL LEARNING CENTER

This unit contains: a 2-disk micro-software program and a User's Guide.

A TROLL LEARNING CENTER

READ AND SPELL: In the Days of Knights and Castles is an ideal way for youngsters to improve their vocabulary skills.

Children discover new vocabulary words as they read a colorfully illustrated and animated tale. One- and two-player activities review the spelling and meaning of vocabulary words in a variety of formats including an exciting crossword puzzle activity.

THIS LEARNING CENTER CONTAINS:

- a 2-disk MICRO-SOFTWARE program
- a User's Guide

TROLL ASSOCIATES
Mahwah, N.J. 07430

Troll

MICROCOMPUTER SOFTWARE

early learning · language arts · reading
library skills · social studies · math

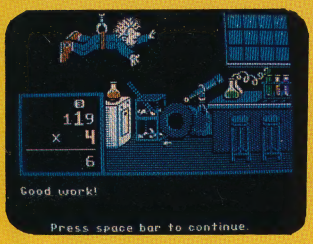
Troll Math Class

This delightful series of math programs is sure to be a hit with youngsters! Each grade-specific program sparkles with excitement and bubbles with fun. There are bright colors and humorous pictures, plus lively animation that children will simply love.

And as they laugh, they'll learn about counting, addition, subtraction, and more. To reinforce each concept, there's plenty of pupil interaction, plus practice exercises that youngsters want to do again and again. It all adds up to success in math!

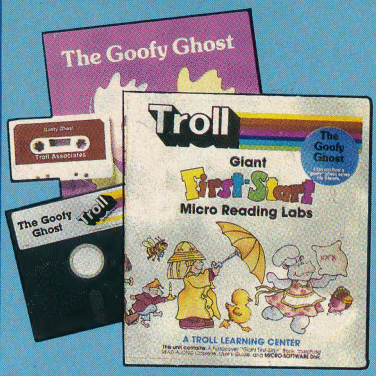
Each program includes micro-software disk and User's Guide. **Rec: A, SR, W**

Grades: K-6



Apple disks:

AD695	**Level K: I Can Count**	**$39.95**
AD696	**Level 1: I Can Add & Subtract**	**39.95**
AD697	**Level 2: I Can Carry & Borrow**	**39.95**
AD730	**Level 3: I Can Multiply & Divide**	**39.95**
AD731	**Level 4: Advanced Addition & Subtraction**	**39.95**
AD732	**Level 5: Advanced Multiplication & Division**	**39.95**
AD733	**Level 6: Ratio, Proportion, & Percent**	**39.95**
AD763	**Math Class Micro *(7 levels)***	**$279.65**



First-Start Micro Reading Labs

Grades K-2

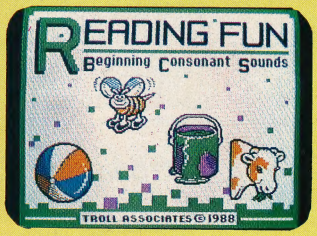
A student's first steps in reading should be filled with fun and excitement...color and sound...learning and laughter. And that's why First-Start Micro-Reading Labs make so much sense. They give youngsters the chance to look and listen, read or read along, and share the excitement of computer-based learning activities! *Each module contains a colorful 32-page hardcover book, a matching read-along cassette, a micro-software program disk and a user's guide.* Each Reading Lab program disk is brimming with colorful computer activities that capture youngsters' imaginations right from the start. Students will call them games, but they're far more than that. They're animated learning activities designed to develop and reinforce a wide range of vital skills.

Rec: A, SR

Apple disks: Choose from 12 Fascinating Modules!

AD455 **Birthday Surprise**
AD456 **Come On Up!**
AD457 **Drip, Drop**
AD458 **The Goofy Ghost**
AD459 **The Magic String**
AD461 **Maxwell Mouse**
AD462 **Mud Pies**
AD463 **Play Ball, Kate**
AD464 **The Spelling Bee**
AD465 **Trouble in Space**
AD466 **The Valentine's Day Grump**
AD467 **Yummy, Yummy**

Each Module: ***Just $39.95***
AD605 - *All 12 Modules:* ***Only $479.40***



Reading Fun!

Beginning Consonant Sounds Grades: K-1

This easy-to-use program contains three activities, each with full-color illustrations and funny animation. When the student correctly identifies pictures that begin with the same beginning sound, the pictures come to life. Over 170 animated pictures. *Includes micro-software disk and user's guide.*

Rec: A, SR, W

AD739 ***Apple Disk $39.95***

Final Consonant Sounds Grades: K-1

This program introduces the final consonant sounds in three game-like activities that youngsters will play just for the fun of it! As children identify the pictures whose names end with the correct final consonant sound, the illustrations come to life with funny animation. *Includes micro-software disk and user's guide.*

AD762 ***Apple Disk $39.95***

WHICH SOUND IS THE SAME?
top
soap
walrus
Circle the picture that ends with the same sound as the picture on the left.
Great, Greg. Press space bar.

AD761 **Reading Fun** *(2 units)* **$79.90**

Troll Micro Tales

Grades K-3

Troll Micro Tales are colorful skill-building modules that will get youngsters reading and learning in no time at all! *Each module contains a fascinating 32-page softcover book, a micro-software program disk that's brimming with animated learning activities based on the book, and a user's guide.* The books are colorfully illustrated editions of time-honored classic tales by master storytellers like Andersen, Perrault, and the Brothers Grimm. The software focuses on important skills like identifying words and pictures, developing comprehension, recalling details, understanding sequence, and following directions. There's never been a more enchanting way to build reading, learning, and thinking skills! Just **$39.95** each! **Rec: A, SLJ, SR, W**

Apple disks: Choose from 15 Great Modules!

AD700 **Beauty and the Beast Micro**
AD701 **Brave Little Tailor Micro**
AD702 **Bremen Town Musicians Micro**
AD703 **Cinderella Micro**
AD704 **Dick Whittington Micro**
AD705 **The Elves and the Shoemaker Micro**
AD706 **The Frog Prince Micro**
AD707 **Jack and the Beanstalk Micro**
AD708 **Lazy Jack Micro**
AD709 **Puss in Boots Micro**
AD710 **Rapunzel Micro**
AD711 **Rumpelstiltskin Micro**
AD712 **Snow White and Rose Red Micro**
AD713 **Thumbelina Micro**
AD714 **Twelve Dancing Princesses Micro**

Each Module: ***Just $39.95***
AD723 - *All 15 Troll Micro Tales Modules:* ***Only $599.25***

Troll Micro Mystery Modules

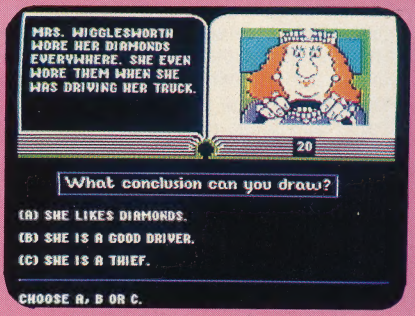
Grades 2-4

Here's adventure! Here's fun! Here's a delightful new way to build learning, reading, and thinking skills! Each Micro Mystery Module contains a popular Troll Easy-to-Read Mystery *plus* a software disk that's keyed to the book. Fun-to-do computer activities capture students' imaginations as they build important skills. Students begin to think more logically, learn how to make judgements, and develop critical thinking skills! *Each module contains a 48-page softcover book, a software disk with learning skills activities, a user's guide, and storage case.* **Rec: A, SR**

Apple disks:

AD617 **Case of the Great Train Robbery Micro (Fact & Opinion)**
AD614 **Case of the Missing Chick Micro (Main Idea)**
AD616 **Mrs. Wigglesworth's Secret Micro (Drawing Conclusions)**
AD615 **Mystery of the Witch's Shoes Micro (Sequence)**

Each Module: ***Just $39.95***
AD663 - *All 4 Modules:* ***Only $159.80***


MRS. WIGGLESWORTH WORE HER DIAMONDS EVERYWHERE. SHE EVEN WORE THEM WHEN SHE WAS DRIVING HER TRUCK.
20
What conclusion can you draw?
(A) SHE LIKES DIAMONDS.
(B) SHE IS A GOOD DRIVER.
(C) SHE IS A THIEF.
CHOOSE A, B OR C.

Troll Micro Learning Centers

Grades 2-6

What a marvelous idea! Your favorite *I Can Read About* books teamed up with great microcomputer software. It's an unbeatable combination for helping students build strong reading skills. *Each title includes a 48-page softcover book, a matching read-along audio cassette, a micro-software disk that keyed to the book, and a user's guide.* Students may read the story first, or follow along as they listen to the lively word-for-word cassette narration. Then they turn to the micro-software for fun-filled computer activities. Four learning games on each disk put the spotlight on synonyms, antonyms, and homonyms...word definitions...context clues...and comprehension. Students build strong reading and language skills every time they play.

Rec: A, SLJ, SR

Apple disks: Choose from 15 Delightful Titles!

AD430 **Alligators and Crocodiles** (Grades 2-4)
AD431 **Birds** (Grades 2-4)
AD432 **Cats and Kittens** (Grades 2-4)
AD433 **Creatures of the Night** (Grades 2-5)
AD434 **Dogs and Puppies** (Grades 2-4)
AD440 **The First Thanksgiving** (Grades 2-5)
AD435 **Horses** (Grades 2-4)
AD436 **Indians** (Grades 2-4)
AD444 **Motorcycles** (Grades 3-6)
AD441 **Paul Bunyan** (Grades 2-5)
AD442 **Pecos Bill** (Grades 2-5)
AD437 **Reptiles** (Grades 2-4)
AD438 **Seasons** (Grades 2-4)
AD443 **Thunder and Lightning** (Grades 2-6)
AD439 **Whales and Dolphins** (Grades 2-4)

Each Module: ***Just $39.95***
AD606 - *All 15 Modules:* ***Only $599.25***

The CAUSE leads to an EFFECT.
John hit the ball hard leads to what EFFECT?
John hit the ball hard, so it sailed over the fence for a home run.
Press Space to continue.

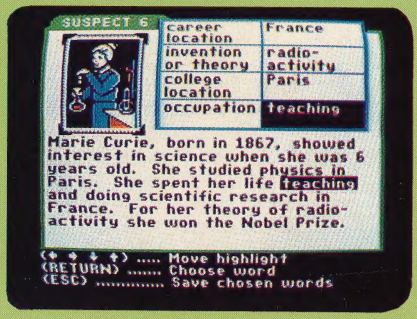
Categorizing:

Detective Games

Grades 3-6

Logical thinking is the key to success in this fascinating learning program. As master detectives, students collect information from "suspect files," organize that information into categories, analyze the facts and begin to eliminate suspects. In doing so, they develop critical thinking skills and learn to draw conclusions. *Unit includes micro-software disk and user's guide.*

AD738 ***Apple disk $39.95***


SUSPECT 6
career location
France
invention or theory
radio-activity
college location
Paris
occupation
teaching
Marie Curie, born in 1867, showed interest in science when she was 6 years old. She studied physics in Paris. She spent her life teaching and doing scientific research in France. For her theory of radio-activity she won the Nobel Prize.
(↑ ↓ ← →) ..... Move highlight
(RETURN) ..... Choose word
(ESC) ..... Save chosen words

Cause and Effect:

Grades 3-6

What Makes It Happen

Animated high-resolution graphics in this colorful program make it fun to learn about cause and effect relationships. Students discover how to locate specific causes and identify their effects in sentences and paragraphs. A Teacher Entry section makes it easy to add additional cause and effect sentences to the program. *Unit includes micro-software disk and user's guide.*

Rec: A, SLJ, SR, W

AD737 ***Apple disk $39.95***

Troll Micro Software

ORDER FORM

To help us speed your order, please list titles by item number. Please estimate 6% of the net amount for shipping and handling charges, which will be prepaid and added to invoice. Prices are subject to change.

Item Order #	Qty.	Title	Price	Amount

Back-Ups, Lab Packs, Site Licenses, Networking: For information, call toll free 1 (800) 526-5289. Ask for extension 119.

Lifetime Replacement Guarantee: If any Troll program disk is ever accidentally damaged or fails to load or run, simply return it for a free replacement.

Approvals: Troll software has been approved and recommended by the following review sources: **A,** *Booklist,* American Library Assocation; **SLJ,** *School Library Journal;* **SR,** *Software Reports;* **W,** *Wilson Library Bulletin.*

Troll Associates
100 Corporate Drive
Mahwah, N.J. 07430

Troll Micro Software ORDER FORM

To order, complete both sides of this form and mail to:

TROLL ASSOCIATES 100 Corporate Drive, Mahwah, N.J 07430
Or call Toll Free 1 (800) 526-5289 and ask for Customer Service.

School Name _____

Street Address _____ Town/City _____

State _____ Zip _____

Person Ordering _____ Position _____

Bill To _____

Ship To _____

Safety Patrol:
Danger Busters — Grades 3-6

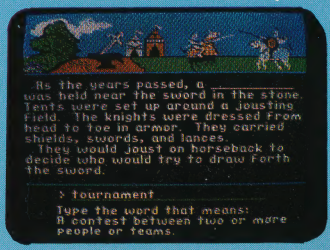
Here's a fun-filled way for youngsters to be safety detectives. Students hunt for safety hazards in various settings. As hazardous situations are located, colorful high-resolution scenes come alive with animation. Settings include classroom, playground, park, street, and kitchen. *Unit includes micro-software disk and user's guide.*

AD760 ***Apple disk $39.95***

Read and Spell:
In the Days of Knights and Castles — Grades 4-6

Students journey back to the days of King Arthur for a fascinating read-along tale with a twist: missing words! Using context clues and definitions provided on the screen, students type in missing words to bring colorful scenes to life. There's also a crossword puzzle and a "name that word" activity. *Unit includes two micro-software disks and user's guide.*

AD764 ***Apple disk $39.95***


As the years passed, a
was held near the sword in the stone.
Tents were set up around a jousting
field. The knights were dressed from
head to toe in armor. They carried
shields, swords, and lances.
They would joust on horseback to
decide who would try to draw forth
the sword.
> tournament
Type the word that means:
A contest between two or more
people or teams.

Shop Right! — Grades 1-4

Here's a wonderful simulation-style program that helps youngsters learn how to be smart shoppers. Students browse and make purchases in three different settings: a pet shop, a magic store, and a carnival! Youngsters discover the importance of such skills as calculating totals, figuring change, comparison shopping, and using cents-off coupons. *Unit includes micro-software disk and user's guide.* **Rec: SLJ, SR**

AD699 ***Apple disk $39.95***

Learning to Tell Time — Grades 1-4

Learning to Tell Time is a fascinating program with separate lessons to introduce hours, half-hours, quarter-hours, minutes, and digital time. Students take an active part as each animated lesson progresses. There's also a special "Practice Only" mode, in which students can select a particular concept for practice. *Unit includes micro-software disk and user's guide.* **Rec: A, SLJ, SR, W**

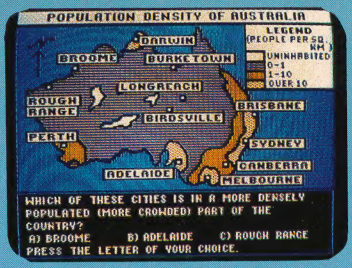
AD664 ***Apple disk $39.95***

Let's Learn About Money — Grades 1-4

It's fun to learn about dollars and cents, how to count money, and how to make change! This interactive program helps students do it all, from counting pennies to making purchases and using decimal notation. Step-by-step, students gain the skills they need to handle money in practical situations. A special simulation lets youngsters use their new skills by going on a "Silly Shopping Spree." *Unit includes micro-software disk and user's guide.*

Rec: A, SR, W

AD665 ***Apple disk $39.95***



Maps & Globes

Understanding Maps & Globes — Grades 4-8

This two-disk program provides students with the kind of information they need in order to use maps and globes effectively. Each lesson is self-prompting and encourages frequent student response and participation. In *Land and Water Features,* a wide range of land masses and bodies of water are illustrated and defined. In *Map Colors,* students discover that colors can help distinguish between countries or show temperature, rainfall, population, or elevation. *Map Symbols* introduces various symbols used for cultural and natural features. And *Direction and Distance* discusses the compass points and explains how to use a map scale. *Unit includes two micro-software disks and user's guide.* **Rec: SR**

AD698 ***Apple disks $59.95***

Maps & Globes

Latitude and Longitude — Grades 4-8

Lively tutorials introduce the index and map grid...show how longitude and time zones are related...how latitude affects climate from pole to pole...and how latitude and longitude can give an exact map address to any place on earth. A special "World Traveler" simulation rounds out the program. In this fact-and-riddle-filled simulation, students assume the role of ghost hunters, who must follow clues and use latitude, longitude, distance, and direction to locate mysterious ghosts in secret locations all over the world. *Unit includes two micro-software disks and user's guide.* **Rec: A, SLJ, SR, W**

AD661 ***Apple disks $59.95***

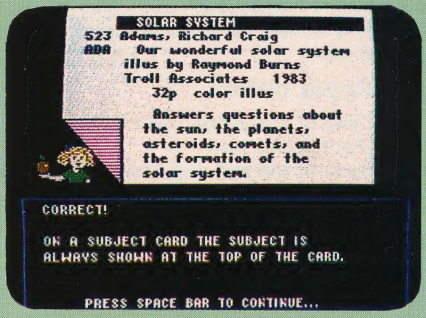
AD721 **Maps & Globes**
(2 programs, 4 disks) **$119.90**

Let's Learn About the Library

Grades 4-8

Let's Learn About the Library uses colorful tutorials to introduce students to the Dewey Decimal System and the card catalog, and to find information on subject, title, and author cards. Step by step, students learn the difference between biographies, fiction, and non-fiction, and discover how books are arranged on the shelves in the library. A realistic "Finding A Book" simulation completes this 3-disk program. *Unit includes three micro-software disks and user's guide.* **Rec: A, SLJ, SR, W**

AD662 ***Apple disks $89.95***


SOLAR SYSTEM
523 Adams, Richard Craig
ADA Our wonderful solar system
illus by Raymond Burns
Troll Associates 1983
32p color illus
Answers questions about the sun, the planets, asteroids, comets, and the formation of the solar system.
CORRECT!
ON A SUBJECT CARD THE SUBJECT IS ALWAYS SHOWN AT THE TOP OF THE CARD.
PRESS SPACE BAR TO CONTINUE...

Troll MICRO

COURSEWARE

USER'S GUIDE

READ & SPELL:

In the Days of Knights and Castles

Troll Micro-Software

READ AND SPELL:
In the Days of Knights and Castles
Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One or two disk drives.
3. A TV set or video monitor (color is recommended).

How to Use This Program

READ AND SPELL: In the Days of Knights and Castles is designed to improve students' vocabulary skills through reading, spelling, and word usage activities.

Getting Started

Insert disk #1 into drive #1 with the label facing up and the oval cutout facing away from you. If you have two disk drives, insert disk #2 in drive #2. (If you have only one disk drive, you will be told when to insert disk #2.) Close the doors on the disk drives and turn on the monitor and computer. The red light on disk drive #1 will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked to enter his or her name, and whether sound is desired. Then the menu appears.

1) Read & Spell
2) Round Table
3) Crossword

To choose an activity, simply press the number of your choice. The activity will load and run automatically.

Special Keys

	H	**Help**
CONTROL	X	**Return to Lesson Menu**
CONTROL	O	**Turn Sound On or Off**

The Activities

Read & Spell

Objective: Students improve their vocabulary skills and spelling through the use of context clues and definitions.

Read & Spell (continued)

Setting Up: Start by choosing one of the 4 chapters of the story. Each chapter has its own vocabulary list. (If disk #2 is not already present, you will be told to insert it now. After inserting disk #2 close the drive door and press **Return.**)

Procedure: An illustration appears, along with a paragraph. The paragraph contains a blank line to show where a word is missing. A definition for the missing word appears at the bottom of the screen. After reading the paragraph, use the context clues and the definition to decide what the missing word is. Type the word and press **Return.** Type carefully, because correct spelling counts. The first time you answer incorrectly, you will be given a hint. After the second incorrect response, the answer will be provided.

Round Table

Objective: Students discover and review the meaning of words through context clues.

Setting Up: Enter the number of players and their names. (If only one person is playing, the name entered when the program started will be used.) Then choose one of the 4 chapters of the story.

Procedure: The computer displays a sentence containing a blank. Read the sentence and use context clues to determine the missing word. Three of the vocabulary words appear in the lower right portion of the screen, with the center word highlighted. You can see the entire vocabulary list by using the arrow keys to scroll the words through the highlighted area. The top or bottom word will scroll off the screen and be replaced by a new word. After you see each word in the list, highlight the desired word and press **Return.** If you answer incorrectly, you are given a second chance. If you miss a second time, the answer is provided.

In the two player game, players alternate turns. One point is awarded for each correct answer.

Crossword

Objective: Students review the spelling and meaning of words as they accumulate points in a crossword puzzle activity.

Setting Up: Enter the number of players and their names. (If only one person is playing, the name entered when the program started will be used.) Then choose a crossword puzzle from one of the 4 chapters of the story.

Crossword (continued)

Procedure: With the crossword puzzle on the screen, type a number followed by **A** for across or **D** for down. For example: if you want to fill in 11 down, type 11D. A flashing cursor will appear in the puzzle. Type the word and press **Return.** (To move over any letters already present, either use the arrow keys or re-type the letter.)

If you type the word correctly, you will receive 1 point for each blank you fill. If you don't know the answer, press **?** and **Return.** You will receive 1 point. One blank at a random location in the puzzle will be filled with a letter. (In the two player game, the blank will be filled with a letter at the start of your next turn.)

If you type the word incorrectly, you will receive no points. On your next turn, you may either choose a new puzzle word or choose the same word again. If you miss two times in a row (either on the same word or on two different words), a puzzle hint is given. (Two blanks at random locations in the puzzle will be filled with letters.)

Continue filling in words until the puzzle is complete. In the two player game, players alternate turns. The player who fills in the most letters is the winner.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If any program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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Troll Associates
100 Corporate Drive, Mahwah, N.J. 07430

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Read & Spell:

IN THE DAYS OF KNIGHTS AND CASTLES

DISK 1

© 1989

Troll COURSEWARE

Troll Associates 100 Corporate Drive, Mahwah, N.J. 07430

223198

Read & Spell:

IN THE DAYS OF KNIGHTS AND CASTLES

DISK 2

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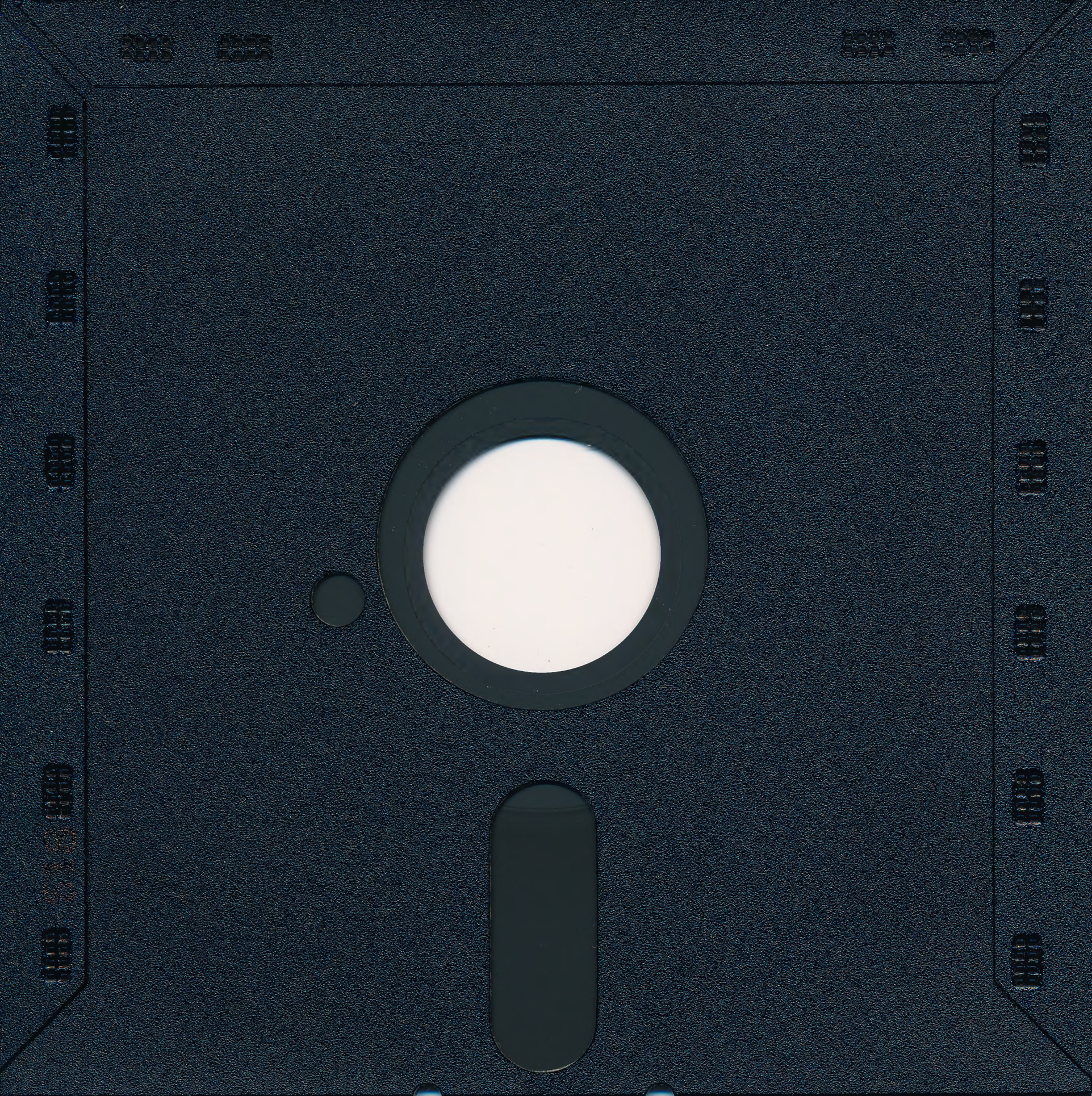
Troll COURSEWARE

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